

 ROCKSTAR GAMES COLLECTOR'S EDITION 

GRAND THEFT AUTO 2 ►► GRAND THEFT AU



**GTA2**



GRAND THEFT AUTO 2 ►► GRAND THEFT AU

## WARNING!

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

## PRECAUTIONS

- Always play in a well lit room and sit as far away from the monitor screen as possible.
- Avoid playing if you are tired or have not had much sleep.
- Rest for at least 10 to 15 minutes in every hour of playing.

## GRAND THEFT AUTO 2

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Uses Miles Sound System.  
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Uses Bink Video.  
©1994-2004  
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# GTA2

## TABLE OF CONTENTS

Getting Started	4
Welcome to GTA2	4
Select A Character	7
Who Lives Where	7
Respect is Everything - How To Play	7
Gang Agenda	8
Law Enforcement	8
Save A Game	9
Getting Caught	9
Controls	10
Special Keys	10
A Typical Scene	11
Weapons & Arming the Car	13
Network Game	15
Troubleshooting	15
Credits	16

## Getting Started

### SYSTEM REQUIREMENTS

#### Minimum Specification

- Pentium® P200 or above
- 32MB RAM
- 65MB hard disk space
- CD-ROM drive
- Windows® 98 SE or better
- DirectX 8.1
- DirectX 8.1 compatible graphics card (NO software version)
- For Multiplayer: LAN (TCP/IP) 6 players and Internet (via DirectX 8.1)
- Sound card
- Keyboard

#### Optional Equipment

- Joystick or gamepad
- Network Card
- Internet Connection

### WHERE IT ALL BEGINS

Before you can play GTA2 must be installed to your hard disk drive.

1. Ensure that your PC is set up according to its instruction manual; if you have a joystick or gamepad, make sure it's attached.
2. Power up your PC and insert the GTA2 disc into your CD drive. Note that an official GTA2 disc must be present in your CD drive at all times to play.

### WINDOWS 95/98 INSTALLATION

To ensure that GTA2 runs as efficiently as possible, close down all active applications before running it.

If the GTA2 Launcher does not appear, select the My Computer icon on your Desktop then select the CD icon.

Select the GTA2 icon to run the GTA2 Install Wizard; follow the prompts to install GTA2 to your hard disk.

When installation is complete, follow the prompts to play with the GTA2 settings or run the game. Note that once GTA2 is installed, the Install Wizard is not shown again; instead, a Play option is given.

## Get Ready...

From the Title Screen, select Options to call up four new options

### Options

The variety of sound cards supported by GTA2 deliver different results; use the Sound and Music options to change the volume balance of effects and music during play. Use Text to change the speed of text display during play, and Transparency Effects, if that's what you're into.

**IF YOU WANT TO IMAGINE THE FUTURE,  
IMAGINE A BOOT STAMPING ON A HUMAN  
FACE FOREVER.**

**- George Orwell: 1984**

### **Three weeks into the future. One teeming city. Seven street gangs. Unlimited criminal opportunity.**

Society is in rapid decay. With the crime rate soaring and bio-chemical dependency in healthy proliferation, you are about to have the time of your life. The city is on the edge of collapse, with law and order beginning to break down completely. People are running wild, half-addled on food-additives and semi-legal pharmaceutical pills. A giant corporation controls every aspect of society, from entertainment to organ transplants. Everything is polluted, dirty, unpleasant. Life has never been cheaper.

Fueled with desire to make a dishonest dollar any way you can, there's a lot of work available from extremely amoral individuals looking for anyone who knows their stuff. With the police just beginning to lose their patience, this city is never going to be quite the same again.

The only thing that's organized in this town is crime. Every shady activity from brewing moonshine to blackmailing politicians is controlled by one gang or another. Every neighborhood has local hoods that don't appreciate some new guy taking whatever he fancies. So you've got to make these gangs respect you, and give you work. If you're any good they'll employ you, and eventually trust you enough to do some serious work. But if you screw up a job or double cross them, they'll treat you accordingly - like pet food. Do whatever you want, and work for anyone who will have you, but always be careful that the city doesn't bite back. You're not the only tough guy in town, and you're not the only guy looking to borrow vehicles without their owner's consent.

In the meantime, the police have not only become more aggressive, they've now got the help of the Special Agents and the Army, should things get way out of control.

Things are going to get way out of control.

### **SELECT A CHARACTER**

Before you enter yourself into the action, you must choose your agent of defile. Every once in a while you'll want to save your position. By selecting a save position you'll be able to do this. Think of it like a safety deposit box that you can stash your valuables in. It's the only way to keep track of your felonious achievements and save your score.

### **WHO LIVES WHERE**

The Zaibatsu Corporation dominate illegal and semi-legal activity across the whole city. Nobody really knows that much about this shadowy monolithic company, but they are perpetually up to no good. In each level, they are joined by two other street gangs who fight against them and each other for control of the city. Downtown, the Zaibatsu compete with the Yakuza and the Loonies. In the city's Residential Zone, the SRS and the Rednecks fight the bad fight with all their might, and with each other, and with the Zaibatsu. In Industrial areas, the police have to contend with Russians and Hare Krishna, along with trying to figure out what the Zaibatsu are up to.

### **RESPECT is EVERYTHING**

You're a mongrel. No one knows you. No one trusts you. At the beginning, the only work going for a punk of your professional stature are the easy missions. To move the tough stuff and get the big money, you'll need to build some cred first. In order to get a job or be employed by one of the gangs, you'll have to earn some RESPECT. To do this, you've got to perform and do things that the gang like or will appreciate.

For instance, delivering a couple of very nice cars to the railroad terminal controlled by the Russians will make them respect you a little. If you killed a few Zaibatsu employees to get the cars - you're certain to get even more. Once you have respect from a gang they'll start to give you missions and jobs to do.

Of course, the downside of this is that the Zaibatsu will not be VERY impressed with you. Their animosity for you will affect how you move through the city. If the Zaibatsu want you dead, driving through one of their neighborhoods is not one of the brighter ideas. The more respect you get, the tougher and riskier the jobs will be - and the more cash you earn in return. Of course, you can always even things up. Rig a car with explosives and take it to the Russians, blowing them sky high and the Zaibatsu might - MIGHT just cut you some slack. They may even start giving you a few delivery jobs... It's completely up to you as how you want to control this bunch of degenerate psychopaths. Just one piece of advice - watch your back.

## GANG AGENDA

There are seven major gangs who you'll have to work with and against, and each controls a different part of the city and is responsible for a different aspect of crime within this fully dysfunctional city.



Amongst the gangs, the Yakuza are famed for their vanity - they want the latest and greatest in weapons, cars, and clothes.



The Rednecks are religious nationalists that hate everyone and everything, from the comfort of their large trailer park complex. The Rednecks brew potent moonshine, hate anyone who's not like them and blow things up occasionally, usually on purpose.



The Russians steal expensive American cars and weaponry to ship back home (they also control a huge underground organ and body-part smuggling operation). They also dominate the important contract killing industry.



The Hare Krishnas loath technology - if you were always getting run over with nothing more to defend yourself than a tambourine, you'd hate it too. They steal guns and cars, and have them crushed and destroyed to rid the world of their peace breaking menace.



The SRS represent a fringe faction of elite and disgruntled scientists, dedicated to imposing their own, dubious morality on the world. They'll fight anyone who doesn't believe in the ability of eugenics, genetic modification and euthanasia to build a better tomorrow.



The highly disorganized Loonies have taken over the asylum and are gradually enforcing their bizarre irreverence on the world. They love anything that is anarchic and fun, and hate all forms of social control.



Behind all this gang warfare there is the shadowy and mysterious Zaiabatsu. A gigantic corporation, so large and powerful that it has become mostly political and runs the city behind the scenes.

## THE LAW

In the eyes of the law you're a problem waiting to be dealt with - a boil in need of lancing waiting to be lanced, if you will. In this city, there are four levels of response from the Law. The **Police** are determined and aggressive, and bored of petty criminals trying to take over. If you cause enough damage without getting caught, **SWAT** teams will be called in to assist the police in your apprehension. They drive fast, and they shoot to maim. The Police, and SWAT teams when needed, are on duty in all three sectors of the city - Downtown, Residential and Industrial.

If you managed to evade this level of law enforcement in the Downtown sector, you will become officially classified as a danger to the public at large. Your actions through the Residential and Industrial sectors will be tracked under the jurisdiction and management of the **Special Agents**, should you become too much for the police and the SWAT teams to handle. These men are not messing about. They do not accept failure.

They have 2 options: bring you in dead, or...no, they only have one option.

Even if the finest men in the land fail to apprehend you, the city will no longer allow people to run around, thinking they are above or beyond the law. Acceptable loss will be approved. In the Industrial Sector, the **Army** is brought in. One agenda: Seek and Destroy. Martial Law is declared, and for the average citizen caught in the wrong place at the wrong time, this is a little unfortunate. The Army will bring the city to a halt, hunt you down and send formal apologies to all the families of all those caught in the cross fire later. And remember - it's what you pay taxes for.

Desperate times call for desperate measures.

## TO BE SUCCESSFUL, YOU'VE GOT TO HAVE GOALS

At the start of each level you are told how many points you need to move on to the next area (the quickest way to score is to complete jobs for the Gangs). Earn enough points to finish a stage and your status is recorded - along with a string of performance-related statistics for good measure.

## SAVING A GAME

When you've got a lot to lose and you need a place to hide from the Hell brewing in the outside world (largely due to you), there is one place you know you can turn. Not the bottom of a bottle. Not in the prick of a needle. Not in the arms of a whore in the alley. But in the eternal truth. The big neon pink "Jesus Saves". Centered in each sector of the city you'll see a big neon sign displaying this message. Here you'll be able to save the game, have a break, and come back later in your quest to be the best of the worst.

## BEING SLOPPY & GETTING CAUGHT

When you are brought down in a gunfight, car explosion or other equally unpleasant consequence of your immoral actions, you'll be taken to the nearest hospital where your body will be identified by no one, and you'll be stripped of all your gear. But you'll retain your Bonus Multiplier. But when you are arrested, you'll be taken to the nearest Police Station and allowed to re-enter the streets with your Wanted Level reset to zero... in exchange for all your weapons (your guns, your molotov cocktails, your rocket launcher!) and half your Bonus Multiplier. The score you can keep.

## TAKE CONTROL!

The following keys can be reconfigured through the Options selection at the Main Menu or by using the GTA2 Manager.

ACTION	DEFAULT KEYS	CLASSIC KEYS
TURN LEFT	LEFT ARROW	Z
TURN RIGHT	RIGHT ARROW	X
FORWARDS	UP ARROW	U
BACKWARDS	DOWN ARROW	I
BRAKE (JUMP)	SPACEBAR	P
ENTER/EXIT VEHICLE	ENTER	W
ATTACK	CTRL	9
NEXT WEAPON	X	TAB
PREVIOUS WEAPON	Z	LEFT SHIFT
SPECIAL	TAB	S

Note that the Brake key becomes a Jump key (for leaping vehicles, for example) when you are on foot. Plus! The Special key is so called because it's responsible for more than one function depending on the context...

- When on foot, press the Special key to make rude noises.
- When in control of almost all vehicles, press the Special key to sound the horn.
- When in a tank, press and hold the Special key then press the left or right arrow key to rotate the turret.

## STICKS 'N' PADS

All joystick and joypad functions are configured using the GTA2 Manager.

## SPECIAL KEYS

Press the **F6** key to pause your ascent through the underworld. During the Pause, your current status within the city is displayed. Target Score, missions completed for each gang, and Secrets Found.

Pressing the **F7** key will display the last message received, in case you forget your way or are high on drugs.

Pressing the **F9** key will give you display your current location within this urban hellhole.

While driving a car you can change the radio station you are listening to with **F1** and **F2** keys

## YOU PUSSY!

Press the Esc key during play to submit. To the game. To weakness. To life.

## A TYPICAL SCENE

You are being watched. The perfidious activities and fugitive movements through the city are under constant observation courtesy of the DMA News chopper flying high above the city. In OJ Cam. Here's what you can expect to see during play...



### AREA NAME

Your present location (note that a few areas have no name). Press the **F9** key to redisplay the current area name.

### TELEPAYPHONE

Walk over a ringing one to answer it - you might be given a job by one of the gangs. Depends what neighborhood you're in, baby.

### RESPECT-O-METER

Who presently tolerates you and who wants you dead. Depending on who you're working for; you either have respect with a gang or you don't. If you've got it with one gang, then head to their neighborhood and get yourself employed. If you don't, you better mind where you stray. Find yourself in the wrong area with no respect and you'll get a pretty harsh hello. If a gang really don't like you, do yourself a favor and stay out of their neighborhood.

### MESSAGES

When you receive instructions the message text will appear at the bottom of the screen. You needn't be concerned about checking in. This is REAL organized crime. Don't worry about finding them, they'll find you. Press the **F7** key to repeat the last message received.

### WANTED LEVEL

The more crimes you commit, the more the cops want to bust your scrawny ass. This handy indicator shows just how careful you need to be.

### YOUR SCORE

You earn points for every car you jack, every collision you have, every gang member you take out; every crime you commit.

### BONUS MULTIPLIER

All points you score are multiplied by the Bonus Multiplier (which is incremented after every mission you successfully complete, so keep it up).

The purple arrow indicates the general direction of your intended target.

### LIVES

You start with five, but extra ones are available.

### GANG COMPASS

You'll be surrounded by 3 arrows - each color coded to one of the gangs based in that part of the city. The arrows indicate the general direction of each gang. Once you begin to work for one of the gangs, the arrows will all turn the color of the gang you are now employed by. In the notch of these arrows will be either green, yellow or red - indicating the direction of phones for easy, medium and hard mission phones, respectively.

### MISSION ARROWS

The purple arrow indicates the general direction of your intended target.

### CAR NAME

Displays the type of car you've "borrowed".

### WEAPON

Whatever you're packing. Be it a Handgun, Shotgun, Sub-Automatic Machine Gun, Assault Machine Gun, Flame Thrower, Rocket Launcher, Stun Gun, Molotov Cocktails, Grenades...or those things at the end of your arms.

### ROLLER DOOR

Obviously, you can only drive through a door that is open.

### CLIPS, RELOADS AND NEW ISSUE

As you complete missions for a particular gang, you may become somewhat unpopular with others. So to protect yourself, weapons will be issued to you by gangs to keep your ass in business. Each gang usually equips it's members with a certain non-discretionary "bargaining tool", all of which, when used correctly, are hard to argue with.

However, these weapons aren't infinitely loaded. They run out. And there are 2 ways you can get more ammo. Either you find some gang members known to carry that particular equipment issue, kill a bunch of them and stock up, or you can earn ammo for the delivery of stolen cars to some of the car crusher yards.

### WHAT D'YA GOT UNDER THE HOOD?

There are a lot of crazy drivers out there, and in this city defensive driving has no limits. You can arm your currently occupied vehicle by taking it to a service shop. Provided you've got enough cash (sorry no checks or credit cards) you can equip your ride with everything from front mounted machine guns to rear ended mine dispersion devices.

Drive to survive. Drive to win.

### **SLOW DOWN!**

It pays to take a 10 minute break in every hour of play, so put the action on hold..

Press the F6 key to freeze the action - and see a reminder of how many points are required to complete the stage.

Press the F6 key while the action is frozen to resume play.

### **MULTIPLAYER ACTION**

Provided you have Network Options enabled, the GTA2 Title Screen offers two special options: Gather Network Game and Join Network Game.

### **GATHER NETWORK GAME**

One player in every multiplayer game must gather; everyone else has to join.

- Select Gather Network Game.
- Pick a character.
- Pick a multiplayer experience: Deathmatch or Tag.

A Deathmatch involves the killing of every other player anywhichway possible. There's a choice of two ways to win a Deathmatch: By Score or By Kills; use the arrow keys to set the score or kills (of competing players not peds). The first person to acquire the required score or kills wins. Tag is the same as it used to be, except there are many hunters and only one hunted. If you're it, you'll have to race through the city and evade your opponents at all costs. One someone kills you, they become the hunted and you become a hunter. It's that easy, and it's that fun.

### **JOIN NETWORK GAME**

- Select Join Network Game.
- Pick a character.
- Select a game from the list of available sessions.
- Play to win.

Note: in an IPX or TCP/IP multiplayer game, play begins when six players are found or the Gatherer presses the Enter key; in a serial or modem game, play begins when two players are connected.

### **IT'S FOR YOU...**

To send a message to an opponent, first press the relevant key, from F1 to F3 (F4 covers all players), then type away to your heart's content..

### **TROUBLESHOOTING**

In the unlikely event that GTA2 refuses to work, contact technical support via [www.rockstargames.com/support](http://www.rockstargames.com/support). Phone support is also available 24 hours a day at the following numbers:

US residents please call 1-866-219-9839.

Canadian residents should call 1-800-638-0127.

### **LOOK AFTER YOUR GTA2 DISC**

Compact discs are robust but not invincible, so handle them with care.

This disc contains software for the PC; never use this disc with any other machine as it could damage it.

Do not leave the disc near heat sources or in direct sunlight or excessive moisture.

Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Try not to touch the underside of the disc.

If the underside of the disc is dirty, gently wipe it clean with a soft cloth; do not use any form of cleaning fluid as this will damage the disc's delicate surface.





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A ROCKSTAR PRODUCTION OF  
A ROCK STAR NORTH GAME

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BULAMATARI - TAXI DRIVERS  
(MR. CLARKE & KEY WILDE)

PRODUCED BY BULAMATARI  
PRODUCED BY THE REV.  
PETE FUJRY  
© 1996 CLARKE/WILDE  
PUBLISHED BY WORM-HOLE  
PRODUCTIONS  
WWW.MRCLARKE.COM

FLYTRONIX - PENDULUM  
(D. DEMIERRE)  
ALL INSTRUMENTS -  
D. DEMIERRE  
PRODUCED BY D. DEMIERRE  
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SHADOW MUSIC

FLYTRONIX - PAST ARCHIVES  
(D. DEMIERRE)  
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E-Z ROLLERS - SHORT CHANGE  
WRITTEN & PRODUCED BY  
A. BANKS & J. HURREN  
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ANNA - DO IT ON YOUR OWN  
(C. CONNER)  
VOCALS - ANNA STEWART  
GUITARS + LAP STEEL -  
STUART ROSS  
ALL OTHER INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

TESTING - MY TINY WORLD  
(C. CONNER)  
VOCALS - DEE FAULDS

TESTING - MY TINY WORLD  
(C. CONNER)  
VOCALS - DEE FAULDS  
GUITARS - ALLAN WALKER  
ALL OTHER INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG  
CONNER & ALLAN WALKER

PUSSY WILLOWS - REAL LOVE  
(C. CONNER)

VOCALS - DONNA DOUGLAS  
& CRAIG CONNER  
GUITARS - STUART ROSS  
ALL OTHER INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY  
CRAIG CONNER

THE ONE - SOUTH-PARK  
(C. CONNER)  
VOCALS - IVAN THOMPSON  
ALL INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

CONOR & JAY - VEGAS ROAD  
(J. WEMYSS/C. CONNER)  
VOCALS - JULIE WEMYSS  
GUITARS - STUART ROSS  
ALL OTHER INSTRUMENTS -  
CRAIG CONNER

APOSTLES OF FLUNK -  
YELLOW BUTTER  
(S. ROSS)  
ALL INSTRUMENTS -  
STUART ROSS  
PRODUCED BY STUART ROSS

DAVIDSON - ALL I WANNA DO  
(DAVIDSON)  
PERFORMED & PRODUCED BY  
DAVIDSON  
© 1999 APRICOT RECORDS  
PUBLISHED BY INCA MUSIC

STIKKI FINGERZ - HOLDIN' IT OUT  
FOR YOU  
(MUSIC C. ANDERSON, LYRICS  
P. MACKIE)

VOCALS - PAUL MACKIE  
BACKING VOX - PAUL MACKIE,  
COLIN ANDERSON & NEIL  
HORSBURGH  
DRUMS - ANDY WHYTE  
GUITARS & BASS -  
COLIN ANDERSON  
PRODUCED BY  
COLIN ANDERSON

TRACK 7 - I WANNA PHUNK  
(TRACK 7)  
PERFORMED & PRODUCED BY  
TRACK 7  
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NEGRO VS. CONNER -  
SHOWIN' ME LOVE  
(C. CONNER/ RAP BY  
R. DE NEGRO)  
VOCALS - ROBBOTT DE NEGRO  
ALL INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

E-MC GOOD TIMES - JACKING  
IN HILLTOWN  
(P. SCARGILL/ R. DE NEGRO)  
VOCALS - ROBBOTT DE NEGRO  
ALL INSTRUMENTS -  
PAUL SCARGILL  
PRODUCED BY PAUL SCARGILL

FEED - L.E.D.  
(S. ROSS)  
ALL INSTRUMENTS -  
STUART ROSS  
PRODUCED BY STUART ROSS

NUMB - HOW'S IT DONE  
(S. ROSS)  
ALL INSTRUMENTS -  
STUART ROSS  
PRODUCED BY STUART ROSS

BERT REID'S GUITAR TRIO -  
A COOL DAY IN DOWNTOWN  
RECORDED AT ESCOBAR  
JAZZ CAFE  
ENGINEER - UNKNOWN

STYLUS EXODUS - TOLCAN PIE  
(C. ANDERSON)  
BASS - BRIAN SOCHA  
DRUMS - JOHN GURNEY  
PIANO, ELECTRIC PIANO &  
ORGAN - STUART ROSS  
GUITARS & SYNTHS -  
COLIN ANDERSON  
PRODUCED BY  
COLIN ANDERSON

TAMMY BONESS & THE  
SWINGIN' MAMMIES -  
THE DINER  
(J. WEYMSS/ C. CONNER)  
VOCALS - JULIE WEYMSS  
GUITARS - STUART ROSS  
ALL OTHER INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

COW TASTES GOOD - SURF CITY  
(C. ANDERSON)  
DRUMS - JOHN (ONE TAKE)  
GURNEY  
HAMMOND SOLO -  
STUART ROSS  
GUITARS, BASS & KEYS -  
COLIN ANDERSON  
PRODUCED BY  
COLIN ANDERSON

SPANGLY FEET -  
DAZED & CONFUZED  
(S. ROSS)  
VOCALS - INNES RICARD  
ALL OTHER INSTRUMENTS -  
STUART ROSS  
PRODUCED BY STUART ROSS

REV. ROONEY & THE ROCKSTA  
CHOIR - GOD BLESS ALL THE  
UNIVERSE (C. CONNER)  
VOCALS - GERARD ROONEY  
BACKING VOX - CRAIG CONNER  
& GARY PENN  
GUITAR - STUART ROSS  
ALL OTHER INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

VOICE BOX - COMPUTER LUST  
(S. ROSS)  
ALL INSTRUMENTS -  
STUART ROSS  
PRODUCED BY STUART ROSS

FUTURE LOOP - GARAGE ACID  
(P. SCARGILL)  
ALL INSTRUMENTS -  
PAUL SCARGILL  
PRODUCED BY PAUL SCARGILL

STERLIN - STANDING ON MY OWN  
(C. CONNER)  
VOCALS - CRAIG CONNER  
GUITARS - STUART ROSS  
ALL OTHER INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

ZONEBOYS - AMAZING GRACE  
(TRADITIONAL)  
VOCALS - THE BOYS  
PRODUCED BY CRAIG CONNER

TOYS ARE REAL - FLYMUTHA  
(P. SCARGILL)  
VOCALS - A. STEENKAMP  
ALL INSTRUMENTS -  
PAUL SCARGILL  
PRODUCED BY PAUL SCARGILL

4 HOW MUCH 4 - 02N  
(C. CONNER)  
ALL INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

100 - BALL BLASTER  
(S. ROSS)  
ALL INSTRUMENTS -  
STUART ROSS  
PRODUCED BY STUART ROSS  
TSUNAMI - F.A.G. FILTER  
(S. ROSS)  
ALL INSTRUMENTS -  
STUART ROSS  
PRODUCED BY STUART ROSS

SCRAPYARD MONGRELS -  
I LOVE THIS FEELING  
(STONED AGAIN)  
(P. SCARGILL/ A. STEENKAMP)  
VOCALS - A. STEENKAMP,  
I. THOMPSON, C. CONNER  
GUITAR - C. ANDERSON  
PRODUCED BY PAUL SCARGILL

MUSIC FOR GTA2 FILM INTRO  
(C. CONNER)  
VOCALS - ANNA STEWART  
& ROBBOTT DE NEGRO  
ALL INSTRUMENTS -  
CRAIG CONNER  
PRODUCED BY CRAIG CONNER

THANKS TO  
ERIC, ANDY & PAMELA  
AT MEDIASPEC UK  
PAUL AT PAW PAW PRODUCTIONS

NYC SESSIONS  
DJS & COMMERCIALS

WRITTEN & DIRECTED BY  
MICHAEL KEILLOR

SOUND PRODUCER  
CRAIG CONNER

VOICE OVER ARTISTS  
GARY PENN  
IAN FULTON  
INNES RICARD  
BRUCE KRONENBURG  
DANIEL McDONALD  
DAVID DEBLINGER  
FRED NEWMAN  
JILL TASKER  
KIM BROCKINGTON  
MELINA BRUIN  
NEAL FEINBERG  
SAIKO YOSHIDA  
STEVE MILLER  
LYNN LAMBERT  
THANKS TO  
SHELDON STEIGER  
KEVIN & NEIL AT ORGANIC  
STUDIOS NYC

## GTA2 MOVIE

WRITTEN BY  
DAN HOUSER

STARRING  
SCOTT MASLEN AS  
CLAUDE SPEED

DOP BY  
ROB BENEVIDES

EDITED BY  
JOSH SCHWARZ

SOUND & MIX BY  
ALLAN WALKER

TELECINE BY  
COMPANY 3

MUSIC BY  
CRAIG CONNER

DIRECTED BY  
ALEX DE RAKOFF

PRODUCED BY  
JAMIE KING

EXECUTIVE PRODUCER  
SAM HOUSER

**A ROCKSTAR PRODUCTION  
OF A ROCKSTAR NORTH  
GAME**

**GTA2**

**GTA2**